

TANDY

Pat. No. 2,332,461



CAVE WALKER

Wendell

**Cave Walker Program
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**Cave Walker Program Manual
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Cave Walker

Introduction

You had, of course, heard the legends. Everyone had. "The great Cave of the Mystics: where the ancient wizards and magicians had hidden all of their worldly possessions until they again returned to the earth". Like everybody else, you had dismissed them as merely legends.

Now, as if fate had guided you, you find yourself face to face with the Cave of the Mystics.

It is now up to you to discover the magic and splendors of The Cave. The legends tell of many magic potions and spells hidden within this underground maze.

But the legends also tell of the many dangers in the cave; from steam jets fire pits and cannons to the vanishing earth. There is even the legend of the Great White Bat, created by the mystics to defend and protect their possessions.

Gathering up all the wisdom and courage you have, you step eagerly, yet cautiously, forward as your adventure begins.

Required equipment

The following equipment is required by Cave Walker:

- Tandy Color Computer with at least 64K of memory
- Television or Monitor
- Disk drive and cable
- Joystick

The following equipment is optional:

- Second disk drive
- Tandy hard disk system
- OS-9 Level Two (provides additional colors and *RGB* support)

Cave Walker

Getting Started

It is always advisable to make a backup of the program diskette that comes in the package, store the original in a safe place, and use the copy. To make a backup, see the instructions in Appendix A.

1. Make sure your joystick is attached to the right joystick port.
2. Once your system is turned on, insert a backup of the **Cave Walker** disk into Drive 0. When the OK prompt is displayed, type DOS <enter> and the game will load automatically and prompt you to enter the time.
3. A) **IF YOU ARE USING CAVE WALKER ON AN OS-9 LEVEL TWO SYSTEM:** The game will ask for the type of monitor you are using. Move the joystick lever so that the appropriate response is flashing, and press the button.
3. B) **IF YOU ARE USING CAVE WALKER ON AN OS-9 LEVEL ONE SYSTEM:** This is the system provided on the disk which you bought. The game will ask if the sky is red or blue. Move the joystick lever so that the appropriate response is flashing, then press the button.
4. The High Score screen appears, displaying a copyright message and the current high scores. You will then be asked if you want to play a practice game. Please see Practice Game (page 8) for more information. If you do not respond to this question rapidly enough, a demo will begin. Hitting any key or pressing the button will exit this mode.

Cave Walker

Playing the Game

OBJECTIVES

The ultimate goal of **Cave Walker** is to find the Secret Treasure Room containing all the gold and riches of the ancient wizards. In order to enter this room, you must open the Treasure Chest with the Treasure Chest Key. The three parts of the Treasure Chest Key were hidden in spell books by the ancient wizards, and the spell books have been scattered throughout the underground maze. Once you have opened the Treasure Chest, the secret door may be seen (not necessarily in the same cavern as the Treasure Chest) and you may then enter the secret Treasure Room.

OBJECTS

The points as listed are the maximum points available for the object. The actual points which you receive is based upon how soon you get the object after you enter the cavern.

Door Key (1*) 100 points
In order to move between caverns you will need to pass through doors. To go through a door, you must stand directly in front of it and push the fire button. Door keys will allow you to go through most doors, however, some doors require one or more gold bags in order to pass through. If you can't go through a door, it is locked and you must get a door key (or gold bags) in order to go through it. Locked doors are colored while unlocked doors are the same color as the interior of the cave.

Bread (2*) 150 points
Bread will give you an instant boost of energy when you take it.

Lock Key (3*) 200 points
Locks require lock keys to open them. If you touch a lock and don't have a lock key, the lock will become invisible until you return to the cavern.

Bag of gold (4*) 250 points
Bags of gold are used to get spell books, open some doors and open the treasure chest. In addition, a gold bag will save you if you get hit by a cannon missile or receive a fatal bat bite. If the gold bag saves you in one of these instances, your energy level will be restored to 50% of full strength.

Lock (5*)	.300 points
Some locks will open up new passages and make hidden doors or passages appear.	
Umbrella (6*)	.400 points
These will save you from dying if you fall too far. If you are falling and wish to use an umbrella to slow you down, press the second button (if you are using a Level Two OS9 system) or press the space bar.	
Flask (7*)	.500 points
These will save you if you get hit by a fireball (not fall into a firepit) or if you lose enough energy to kill you in an otherwise non-fatal fall. In these situations, without the flask, you would die. With the flask, you will be back up to maximum energy. Note that flasks will not save you from a deadly fall—that's what umbrellas are for.	
Ring (8*)	.700 points
The ring may be used to protect you from the Great White Bat. If the bat is close to you, pressing the second button (if you are using Level Two OS9) or the space bar will repel the bat.	
Crown (9*)	1,000 points
The crown will add one life to the number you have in reserve.	
Treasure Chest (10*)	1,000 points
The Treasure Chest controls the entrance to the secret vault.	
Gold bar (11*)	2,500 points
In addition to a lot of points, you will get two extra bags of gold.	
Diamond (12*)	3,000 points
The diamond will also give you two extra bags of gold.	
Spell Books (13*)	1,500; 3,000; 4,500 points
These books, when opened, reveal part of the magic key that is needed to open the Treasure Chest. In order to open a book (there are three of them), you will need to pay one or more bags of gold and you must have opened eight locks since you got the last spell book. When you try to grab the book from its resting place, it will disappear taking some gold bags with it (if you have any). If you haven't paid enough gold yet or you haven't gotten eight locks, it will reappear in its resting place after you leave the cavern.	

*see figure 1

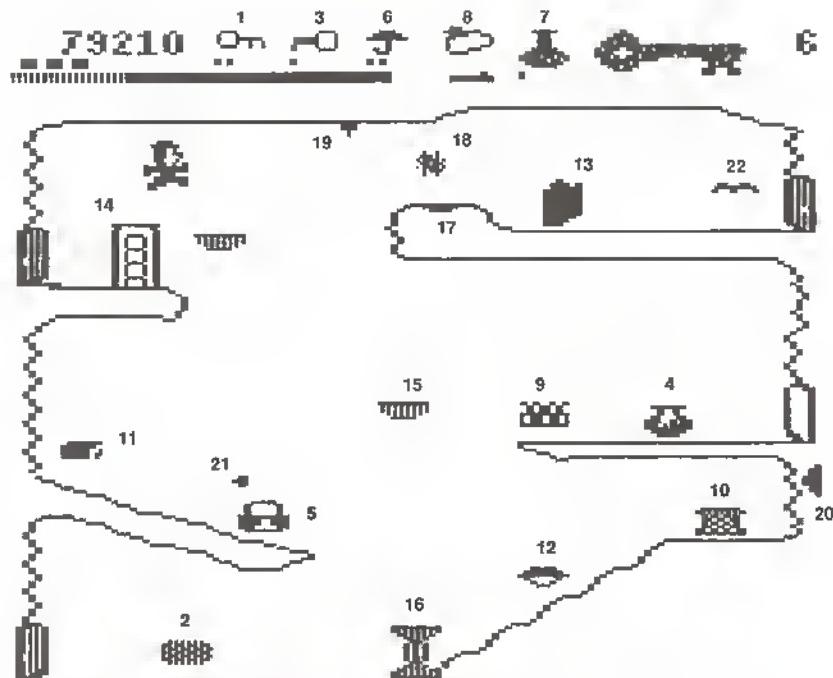


Figure 1—Objects, hazards and cave phenomena

SCORE AREA

At the top of the screen is an area referred to as the Score Area. This section of the screen shows the points you have accumulated, the objects you are carrying, the energy you currently have, and a jump meter.

Your score is displayed in the upper left hand corner of the screen. Directly underneath the score is an area showing how many gold bags you are carrying. You may carry up to seven. Below the bags of gold area, you will see a large horizontal bar. This bar shows how much energy you have. At full strength, the entire bar will be the same color as the man's clothes. As the game continues, various situations will lower your strength, and that color will fill less of the bar.

Just to the right of the energy bar is the jump meter. The jump meter (see Figure 2) has seven positions: three positions on the left, one in the center, and three on the right. Depending upon the position of the joystick lever, the meter will be in one of these positions. The meter can be used to judge how far the man will jump when the button is pressed. As the meter reads closer to the center, the jump will be more straight up and down.

Towards the edges will be a longer jump (in the selected direction). With a little practice, you will be able to judge the jumping distance by the position of the jump meter.

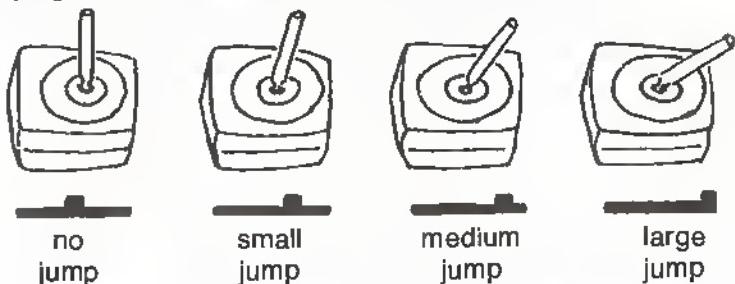


Figure 2—Using the jump meter to gauge your jump

To the right of your score are five objects: a door key, a lock key, an umbrella, a ring, and a flask. These are all items that you can hold, and each has a special function. Once used, you will no longer be holding the object. You may hold as many as three of each of these objects, however, you can only hold ten total objects.

To the right of the flask is the area where the Treasure Chest Key pieces will be displayed when they are found.

In the upper right hand corner is the number of lives you have in reserve. A special key will appear beneath the number of lives remaining when the Treasure Chest has been opened.

CAVE PHENOMENA

There are several cave phenomena to help you move within the caverns. These are described below:

Pillars (14*) Pillars will move you from one level to another. Simply stand on top of the pillar, ride to the desired height, and jump or walk off.

Floating Islands (15*) Islands have the ability to take you great distances. Simply walk or jump onto one, and jump off when you are at the place where you want to be.

Springs (16*) Once you hit a spring, you will "bounce" in the selected direction at almost the same speed you had when you hit the spring. The spring can perform special functions when used together with the button. By having the button pressed when you hit the spring, you will deaden your bounce, and bounce back very little. By pressing and holding the button

*see figure 1

down after you land on the spring, you will give yourself an added boost off the spring. When pressing the button, the position of the joystick lever will help determine the angle that the man leaves the spring.

Note that whenever a cave phenomenon is moving and you jump or walk off of it, it will affect you. For example, if you are jumping from a pillar that is moving up, you will get an added boost up because you were moving up when you jumped.

HAZARDS

There are also several hazards within the walls of the caverns:

Firepits (17*) Getting too close to a firepit will kill you. If you are cautious, you can jump over the pits. Be careful—some firepits spew fireballs! (18*)

Steam jets (19*) At several spots in the caverns steam jets will shoot down from a vent in the ceiling. If you are caught in these, you will die.

Cannons (20*) Cannons will fire a missile (21*) at you, and if the missile hits you, you may be killed!

The Bat (22*) After you have been in a cavern for a while, the bat will awaken and chase you down. If he bites you, you will lose about half of your maximum strength.

SAVING AND LOADING GAMES

Cave Walker allows you to save and/or load a game in progress. Up to ten games can be stored at one time.

To save a game in progress: press the CONTROL and W keys at the same time. You will be asked to press the number of the game you wish to Write to disk (the game will be saved as this number, and any previous game referred to by this number will be lost). Press a number from 0 to 9. The game will ask if you are sure. Press Y. The game will be saved, and you will be placed at the door where you came into the current cavern.

To load a previous game: press the CONTROL and R keys at the same time. You will be asked to press the number of the game you wish to Reload. Press the desired game number (from 0 to 9). The game will be loaded, and you will be placed at a door in the cavern where the game was saved.

* see figure 1

PRACTICE GAME

A practice game may be played in order to familiarize yourself with the control of *Cave Walker*. While in the practice mode, you will never die, however, you won't score any points either and you will only be able to enter 9 of the caverns. The practice or "ghost" mode will make it much less frustrating to learn how to use the pillars, islands and springs and the different size jumps available. You will not be able to save and/or load the game while in the "ghost" mode.

Once you have mastered the basic skills, hitting the CONTROL and the G key will restart the game in the normal mode.

WINNING THE GAME

Once you have won the game, you will receive bonus points for the number of lives remaining, the number of objects in your possession and the number of gold bags which you have. You will also receive a bonus of 30,000 points if you have not saved and/or loaded the game more than 10 times. For every time more than 10 that you have saved and/or loaded the game, 500 points will be deducted from the 30,000 point bonus. After a wait of about 20 seconds, pressing the button will allow you to re-start the game.

CONTROL KEYS

During the course of playing the game you may wish to change the mode of playing the game. Summarized below are the keystrokes and the mode changes which you may use.

While you are playing the game:

1. To set up the graphics mode for a PAL type television receiver, press the CONTROL and F keys at the same time (also provides color on an RGB monitor under OS-9 Level One).
2. To stop a practice game, press the CONTROL and G keys.
3. If you wish to quit the game, press the CONTROL and K keys at the same time. The game will end, and you will enter OS-9.
4. To re-start the game, press the CONTROL and N keys.
5. To save the game so that you may resume playing at a later date, press the CONTROL and W keys. Pressing the CONTROL and R keys will load a saved game. See **saving and loading games** for a complete description of this process.
6. To pause the game, press the CONTROL and X keys at the same time. Press CONTROL and X again to resume the game.

With the screen showing high scores:

7. Press the CONTROL and R keys to reset the high scores.

Appendix A

Format and Backup Instructions

Before using a diskette, you must format it. You can then use this diskette to make a backup of the program diskette.

Format

1. Be sure your computer and all peripherals (TV or monitor, disk drive(s), Multi-Pak Interface) are turned on.
2. Get a blank diskette. Be sure the write-protect notch is not covered by a foil tab.
3. Insert the blank diskette in Drive 0, and close the drive door.
4. At the **OK** prompt, type
DSKINI0 [Enter]
5. The computer formats the diskette, and when the process is complete, the **OK** prompt returns to the screen

If you have more than 1 disk drive, you can format a diskette in another drive by substituting the appropriate drive number for Drive 0. For example, DSKINI1 formats a diskette in drive 1.

Backup—One Disk Drive

1. Be sure your computer and peripherals are turned on.
2. Insert your Source diskette (the *Cave Walker* diskette) into the disk drive, and close the door.
3. At the **OK** prompt, type:
BACKUP 0 [Enter]

4. The following prompt appears:

**INSERT DESTINATION DISKETTE AND
PRESS 'ENTER'**

Remove the Source diskette, and insert the Destination diskette. When you are ready, press enter.

5. The following prompt appears:

**INSERT SOURCE DISKETTE AND
PRESS 'ENTER'**

The computer will continue to prompt you to exchange these two diskettes. Be sure you insert the correct diskette.

6. When the backup is complete, the OK message reappears on the screen.

7. Label your new diskette, and store the original in a safe place.

Backup—Two Disk Drives

1. Be sure your computer and all peripherals are turned on.

2. Insert the Source diskette (the *Cave Walker* diskette) into drive 0 and the Destination diskette into drive 1, and close the drive doors.

3. At the OK prompt, type:

BACKUP 0 TO 1 [Enter]

4. When the backup is complete, the OK message reappears on the screen.

5. Label your new diskette, and store the original in a safe place.

Appendix B

Starting Cave Walker from BASIC

If you have a Color Computer with Disk Extended BASIC version 1.0 or 2.0, you must type in the following program listed below and use it to start *Cave Walker*.

Using a formatted diskette OTHER THAN your *Cave Walker* diskette, enter the following program and save it on the diskette. You may now load the program to start *Cave Walker* in the future. Now simply type **RUN**.

```
10 REM *****
20 REM * BOOT CAVE WALKER FROM BASIC
30 REM ****
40 FOR I=0 TO 70
50 READ A$
60 POKE.&H5000 + I,VAL("&H" + A$)
70 NEXT I .
80 CLS:PRINT "INSERT CAVE WALKER DISKETTE"
90 PRINT "INTO DRIVE 0 AND PRESS A KEY"
100 A$ = INKEY$:IF A$ = "" THEN 100
110 EXEC &H5000
120 DATA 86,22,8E,26,00,8D,0D
130 DATA FC,26,00,10,83,4F,53
140 DATA 26,03,7E,26,02,39,34
150 DATA 20,10,BE,C0,06,A7,22
160 DATA 86,02,A7,A4,6F,21,6F
170 DATA 23,6C,23,AF,24,10,BE
180 DATA C0,06,A6,23,81,13,27
190 DATA 12,AD,9F,C0,04,4D,27
200 DATA 06,6C,23,6C,24,20,E9
210 DATA 7F,FF,40,35,A0,4F,20
220 DATA F8
```

Appendix C

Troubleshooting

Cave Walker has been specifically designed to be as error and trouble free as possible. However, should an error occur, here is a list of possible problems and solutions.

PROBLEMS IN LOADING THE GAME

I get an ?SN ERROR when I type DOS.

The DOS command will not work on Color Computers with Disk Extended Basic 1.0 or Disk Extended Basic 2.0. People with one of these systems should refer to Appendix B.

When I type DOS the screen clears and OK appears.

Make sure that your **Cave Walker** disk is in drive 0. If it is, the disk is damaged. Make a new backup of your original **Cave Walker** disk and use that to play the game.

When I type DOS, the screen clears and OS9 BOOT appears, but the game doesn't start.

Ensure that your **Cave Walker** disk is in drive 0. If it is, the disk is damaged. Make new backups of your original **Cave Walker** disk and use that to play the game.

After typing DOS, something loads in, and OS9: appears.

Try typing CAVE. If the game still doesn't play properly, make a new backup of your original **Cave Walker** disk and use that to play the game.

*The message MISSING FROM "DATA" DIRECTORY: or
MISSING FROM "CMDS" DIRECTORY: appears with
one or more filenames after it.*

Cave Walker was designed to make sure that all the different parts needed to make the program work are present on the disk before the game begins. This message means that the files listed were not present. Make a new backup of your original **Cave Walker** disk and use that to play the game.

PROBLEMS WHILE PLAYING THE GAME

*While playing the game, a window appears saying:
ERROR xx
SELECT R OR A*

where 'xx' is a code number between 01 and 15.

This means that an error was encountered during the play of the game. The table below lists the error codes and their corresponding errors.

Cave Walker Error Numbers	
Code	Error
02	Out of Memory
02	File not Found
03	File Already Exists
04	Incorrect CRC
05	Sector out of range
06	Write Protect Error
07	CRC Error
08	Disk Read Error
09	Disk Write Error
10	Device Not Ready
11	Disk Seek Error
12	Disk Full
13	Incompatible Media
14	Device Busy
15	Cave Walker Internal Error

Possible Remedies

Error 01 Cave Walker. There is not enough memory available to play **Cave Walker**. Cave Walker requires about 160 pages (40K) of memory to work. Either UNLINK unnecessary modules or boot up with fewer modules.

Error 02 Cave Walker needs a file that doesn't exist on the disk. Make a new backup of your original **Cave Walker** disk and use that to play the game.

Error 03 Cave Walker is creating a file that already exists on the disk. Delete the original file or make a new backup of your original **Cave Walker** disk and use that to play the game.

Errors 04,05,07 - 15 The disk, or a file on it, has been damaged. Make a new backup of your original **Cave Walker** disk and use that to play the game.

Error 06 Cave Walker is trying to save data onto the disk and there is a write protect sticker on the disk. Remove the write protect sticker and try again.

Error 12 Cave Walker is trying to save data and there is not enough room left on the disk. Delete any unnecessary files.

Once you have determined which error occurred, you will need to either retry (R) or abort (A) out of the game. If the error was something that you can correct (like taking off a write protect sticker), correct the problem, then press R to continue playing the game. Otherwise, press A, and you will enter the OS-9 operating system. As it exits, **Cave Walker** will display the OS-9 error code.

Appendix D

Using Cave Walker on a Hard Disk

Cave Walker was designed to work on the Tandy floppy disk system. However, if the correct steps are taken, it will work on a Tandy Hard Disk system. In order for this to work:

1. You must be using the Tandy Hard Disk under the OS-9 Operating System Level One or Two, version 02.00.00 or higher.
2. All files from the program diskette, with the exception of OS9Boot, must be copied onto the hard disk. All files in the CMDS directory on the program diskette must be in the execution (CMDS) directory and the files in the root directory (/D0) must be in the working (data) directory.
3. Make sure that you have set your execution (CHX) directory and your working (CHD) directory to the directories where you copied the program diskette files onto the hard disk. The command CAVE will start **Cave Walker** from the Hard Disk.

Appendix E

HINTS

Expect to have fun right away, but don't expect to win the game immediately. There are over 25 caverns and about 120 doors to explore. It will take a fair amount of time just to learn how to maneuver around the caverns on the aids. The practice mode will be very helpful learning the basic skills. *Cave Walker* has been designed to give you a continual challenge. Each time that you start a new game, many of the objects and treasures will be in new places. This is to ensure that no matter how many times that you play the game, no two games will be the same. Each one will be new and exciting.

Listed below are several hints to help you play *Cave Walker*.

1. The vent will flash at least six times before a steam jet fires.
2. When hit by a steam jet, all vents will be disabled for approximately 10 seconds.
3. The cannon will flash six times before a missile is fired.
4. Some of the firepits will shoot fireballs. Those that do will change colors immediately before shooting a fireball and then will not shoot another fireball for at least four seconds.
5. The bat will disappear in approximately 12 seconds if he hasn't gotten you.
6. Bouncing on a spring and using the button to boost your jump will allow you to jump to higher elevations from the spring.
7. Sometimes only a short or medium jump will allow you to jump up a hill.
8. The ring will only repel the bat while the bat is on the screen.
9. Pressing the space bar or the second fire button (Level Two) while you are felling with the bat on the screen will use both a ring and an umbrella if both are available.
10. If you go through an unlocked door without a door key (or a bag of gold if that is what is required to open the door), it will lock behind you. If you have a key, you will lose the key, but the door will stay unlocked.

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Grab your hat and enter the legendary Cave of the Mystics. Within this underground palace, magical spells and treasures abound. Do you have what it takes to find the secret vault and the fabulous Treasure of the Ancients? Watch out for the steam jets and the Great White Bat, whose sole purpose is to stop YOU!

Cave Walker combines the puzzle solving challenge of an adventure game with the pulse-pounding excitement of an arcade game. No two **Cave Walker** games will ever be the same due to a unique game initialization process.

To use *Cave Walker*, you need:

- Tandy Color Computer with minimum 64K memory
- Television or monitor
- Disk Drive and cable
- Joystick

Additional Features:

- Tandy Hard Disk compatible
- Enhanced Color Graphics available under OS-9 Level Two